

What is claimed is:

1. A game performing method for making a computer device execute a predetermined game by generating a first object and a second object as seen from a virtual camera, comprising:

judging whether there is a hit between the first object and the second object;

judging whether a predetermined event occurrence condition is satisfied if it is judged that there is the hit between the first object and the second object;

generating a first image which is an internal structure object of the second object if it is judged that the predetermined event occurrence condition is satisfied; and

generating a second image which is the internal structure object with a predetermined part thereof changed after the first image is generated.

2. The method as claimed as claim 1, further comprising:

determining a hitting location between the first object and the second object; and

setting the virtual camera so as to make a field angle thereof include the determined hitting location if it is judged that the predetermined event occurrence condition is satisfied,

wherein the generating the first image includes generating the first image which is the internal structure object of the second object based on the set virtual camera; and

the generating the second image includes generating the second image which is the internal structure object with the predetermined part thereof changed after the first image is generated.

3. The method as claimed in claim 2, further comprising:
making the computer device function for generating an image of the second object as seen from the set virtual camera,
wherein the generating the first image and the generating the second image include generating sequentially the first image and the second image after the image of the second object is generated.

4. The method as claimed in claim 3, wherein the generating the first image and the generating the second image include generating the first image and the second image each having the internal structure object with a posture that is the same as a posture in the second object when the image of the second object is generated.

5. The method as claimed in claim 3, wherein the generating the first image and the generating the second image include generating the first image and second image by making an image of a predetermined part out of the generated image of the second object become a part in the internal structure object, the part corresponding to the predetermined part.

6. The method as claimed in claim 5, wherein the predetermined part includes a predetermined range from the hitting location.

7. The method as claimed in claim 3, wherein
the generating the image of the second object includes generating the image of the second object so as to gradually increase transparency of the second object;

the generating the first image includes generating the first image so as to gradually decrease transparency of the internal structure object from a first transparency degree; and

the making the computer device function includes making the computer device function for controlling to switch to the generated first image while overlapping the first image on the image of the second object.

8. The method as claimed in claim 2, further comprising making the computer device function for generating an image of the second object having a posture that is the same as a posture in the internal structure object at completion of generating the first image and the second image, as seen from the set virtual camera.

9. The method as claimed in claim 8 wherein
the generating the second image includes generating the

second image so as to gradually increase transparency of the internal structure object;

the generating the image of the second object includes generating the image of the second object so as to gradually decrease transparency of the second object from a second transparency degree; and

the making the computer device function includes making the computer device function for controlling to switch to the generated image of the second object while overlapping the image of the second object on the second image.

10. The method as claimed in claim 8, wherein the making the computer device function includes making the computer device function for controlling to generate an image while applying a single color display effect for gradually changing the entire image into a single color.

11. The method as claimed in claim 1, further comprising making the computer device function for determining a hitting location between the first object and the second object and for generating an image with a zoom-up applied on, the zoom-up being made so as to bring the virtual camera close to the determined hitting location, if it is judged that the predetermined event occurrence condition is satisfied.

12. The method as claimed in claim 1, further comprising

making the computer device function for generating an image with a screen shaken when the second image is generated.

13. The method as claimed in claim 1, further comprising making the computer device function for adding a text or a dramatizing presentation object on the second image.

14. The method as claimed in claim 1, further comprising:

making the computer device function for controlling to display a replay screen,

wherein the predetermined event occurrence condition includes that the displaying the replay screen is controlled.

15. The method as claimed in claim 1, further comprising:

making the computer device function for pausing a motion of the first object and a motion of the second object if it is judged that the predetermined event occurrence condition is satisfied;

wherein the generating the first image and the generating second image include generating the first image and the second image after the motion of the first object and the motion of the second object are paused; and

after the first image and the second image are generated, the computer device is made to function for resuming the motion

of the first object and the motion of the second object that are paused.

16. The method as claimed in claim 15, further comprising making the computer device function for switching to the generated first image while applying a single color effect for gradually making an entire image into a single color, the entire image of the first object and the second object whose motions are paused.

17. An information storage medium readable by a computer device, storing the method as claimed in claim 1.

18. A game device for executing a predetermined game by generating an image of a first object and an image of a second object as seen from a virtual camera, comprising:

an hitting judgment section for judging whether there is a hit between the first object and the second object;

an event judgment section for judging whether a predetermined event occurrence condition is satisfied if the hitting judgment section judges that there is the hit; and

an internal structure image generating section for generating a first image which is an internal structure object of the second object if the event judgment section judges that the predetermined event occurrence condition is satisfied, and for generating a second image which is the internal structure

object with a predetermined part thereof changed after the first image is generated.

19. A data signal embodied in a carrier wave, comprising information used for executing the method as claimed in claim 1.

20. A program, when the program is loaded onto an operating device, the program making the operating device execute the method as claimed in claim 1.